SCHEDULE

Article 2

Subjects related to computing, business and management

1. Computer science
2. Information technology
3. Information systems
4. Software engineering
5. Artificial intelligence
6. Computer games and animation
7. Business computing
8. Applied computing
9. Creative computing
10. Computer forensics
11. Business and management (non-specific)
12. Business studies
13. Marketing
14. Management studies
15. Human resource management
16. Tourism, transport and travel
17. Finance
18. Accounting
19. Systems thinking
20. Office administration
21. Shorthand and shorthand transcription